NES-NG-USA

NINJA 外伝™

GAIDEN

INSTRUCTIONS

TECMO™

Thank you for selecting the fun-filled "NINJA GAIDEN" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents,benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.

Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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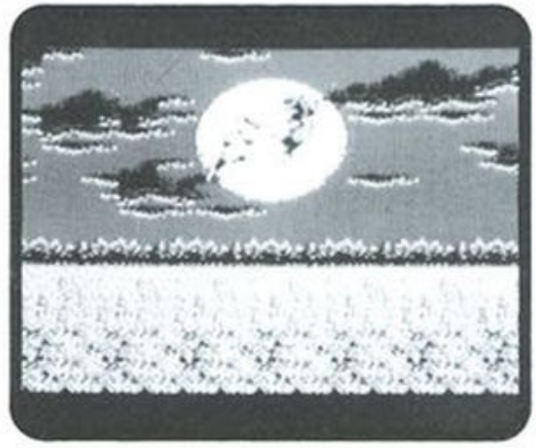
PROLOGUE

The wind howls as the two "Dueling" Ninjas glare at each other in the moonlight. Though these men seem like little more than shadows in the air, the moonlight reveals just for an instant, a glint of light that proves to be the end of the contest. Ken, head of the Hayabusa clan which has for generations been the guardian of the Dragon sword, is defeated.

Ken's son Ryu, after learning of his father's defeat, finds a letter. In it Ryu is told that if his father does not return, he must take the secret Dragon sword and go to America.

Ryu senses danger awaiting him in America. What will be the fate of Ninja Ryu!?



CINEMA DISPLAY

● TECMO THEATER

TECMO Theater Games feature a dramatic storyline which goes along with the game play and make it even more fun and exciting.

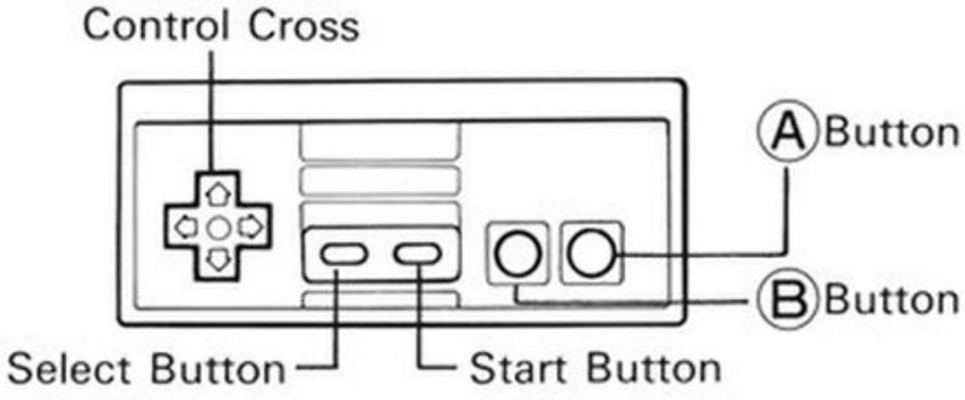
● CINEMA DISPLAY

"Ninja Gaiden" has a Cinema Display(TECMO's unique system) that shows movie-like scenes. Movie techniques such as close-ups of characters and different camera angles are used. In addition there are great sound effects and background music.
The stoyline has one great scene after another, rising to an exciting climax. Follow the story and then put yourself to the test as the screen changes to the game mode. This is where your skill comes into play! After wiping out your enemy and reaching your goal, continue on with the story. You become the Ninja Dragon. Now, enter the world of "Ninja Gaiden" and may the spirit of the Dragon be with you. Good luck!

RUN RYU!

- NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

*THIS GAME IS FOR ONE PLAYER ONLY!



START BUTTON

- Press to start
- Becomes (pause) button when game is in play
- Press to skip Cinema Display

SELECT BUTTON

- Not used

CONTROL CROSS

- Controls the Ninia's direction

BUTTONⒶ

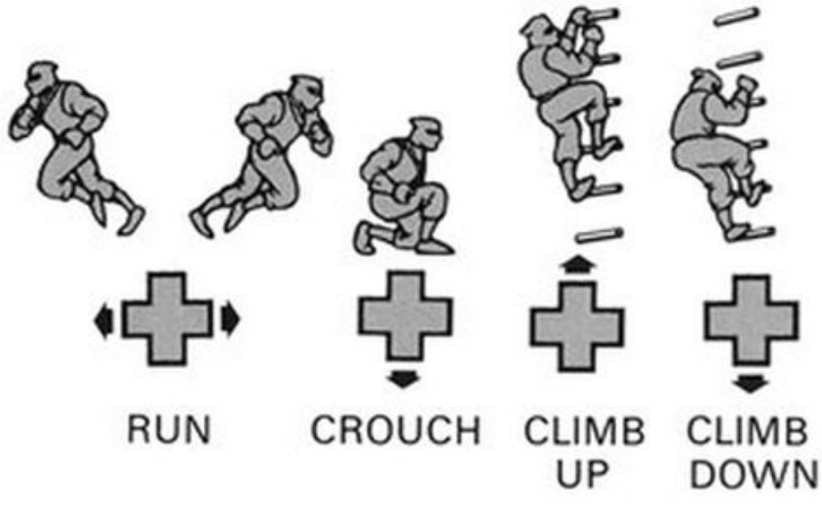
- Jump button for Ninja

BUTTONⒷ

- Controls sword thrust.

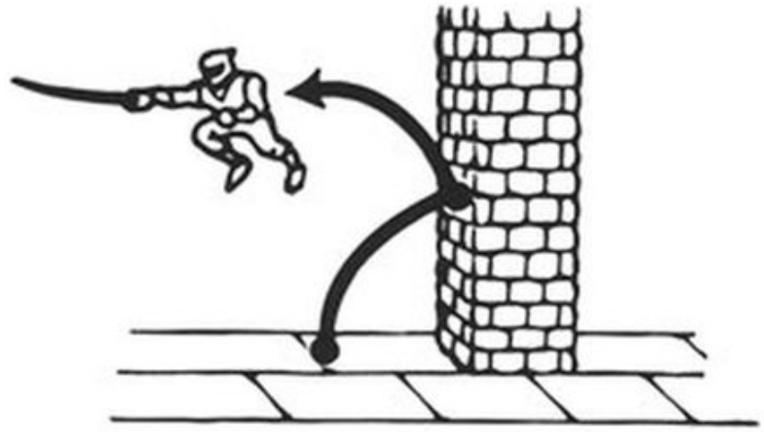
When you come to a ladder, use the control cross to climb up or down. Or you can jump on it!
To jump down from the ladder, just press the opposite direction on the Control Cross and ButtonⒶ

*CAUTION: Player cannot attack when on the ladder.



● WALL-SPRING JUMP

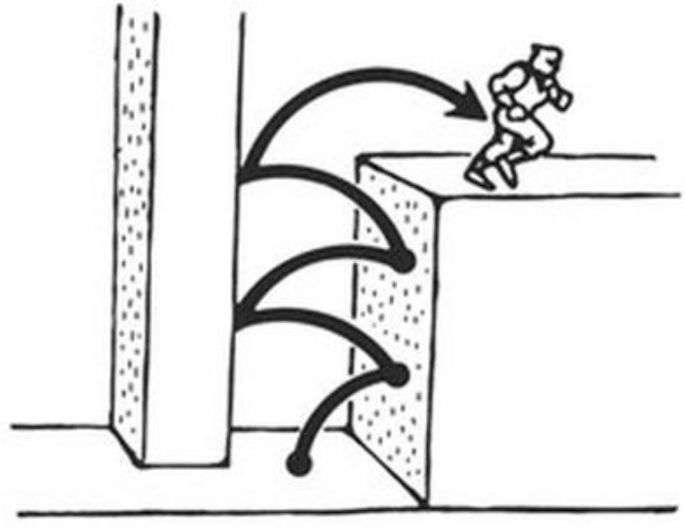
Ryu can also jump and cling to walls. While clinging to the wall, Ryu can jump back and forth by pressing the opposite direction button on the Control Cross and Button Ⓐ. Using this technique, you can crawl up the wall.



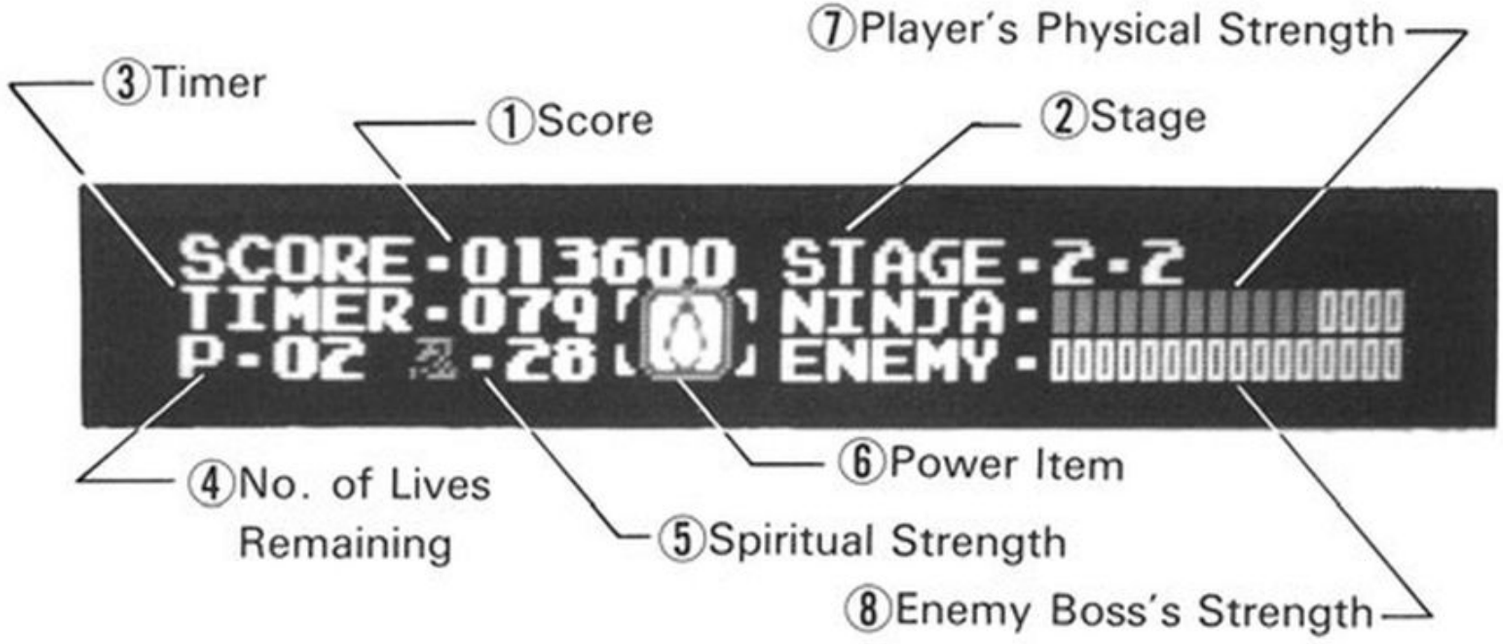
▼WALL-SPRING CLIMBING JUMP

WALL-SPRING CLIMBING JUMP

While keeping Button Ⓐ pressed, alternate between the left and right directions on the Control Cross to easily scale the wall.



INDICATOR DISPLAY



①Score Display
②Act-Level Display
③When time runs down to "0", one life is lost.
④When the number of lives becomes "0", the game is over.
⑤Spiritual Strength Remaining
⑥Collelcted Power Item
⑦Physical Strength. You lose strength when wounded. When strength runs down to "0", one life is lost.
⑧Enemy Boss's Strength. He loses strength when injured. When his strength runs down to "0", the enemy is destroyed.

THE ULTIMATE IN THE ART OF THE NINJA

Each stage has an item that needs to be collected to gain points, strength, weapons, etc. (Ex. Act 1 a street light,Act 2 a lamp, etc.)

SPIRITUAL STRENGTH

Ryu has special powers when he uses this Spiritual strength. There are 2 kinds, red and blue, and you can increase your Spiritual strength by collecting them. Red is worth 10 points and blue 5 points.

TIME FREEZE

When Ryu collects one of these, everything on the screen can be frozen with the enemy and shots being frozen for 5 seconds.

BONUS

There are two kinds of bonuses, red and blue. You can increase your score by collecting the red one worth 1000 points and the blue 500 points.

RESTORING PHYSICAL STRENGTH

When Ryu is injured in battle, strength is lost. But this item will restore Ryu's energy level by six cells.

1 UP

Collecting one of these will give you another life. This is one item you can't pass up!

INVINCIBLE FIRE-WHEEL

When Ryu's anger turns to fire, this item has a flame circling around him at a super high speed, killing the enemy.

● GAINED STRENGTH

Increase your strength by collecting the following items. When you use these items, the Spritual Strength is used up.

* Parenthesis indicate number of points lost.

THROWING STAR

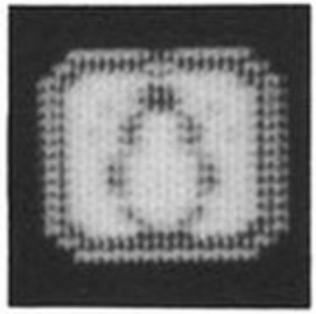
✣ + Button Ⓑ (3 points)

In the spiritual world, this is considered a weak weapon. They only fly in a straight direction.

WINDMILL THROWING STAR

✣ + Button Ⓑ (5 points)

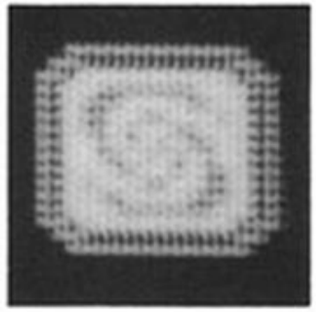
These stars cut right through the enemy, and come back like a boomerang. Collect this one and cause some real damage to any enemy.



THE ART OF THE FIRE WHEEL

✣ + Button Ⓑ (5 points)

Ryu discovered a secret art form at the end of a special training session. He takes 3 balls of fire and twirls them around, burning any enemy in its way.



JUMP&SLASH TECHNIQUE

Press jump and Button Ⓑ (5 points)

Use this weapon in during a jump by pressing Button Ⓑ. You can jump and slash through the enemy. Only Ryu with his light and agile body can perform such a technique. This technique is especially handy when the enemy is below you.

ACTS OF THE STORY'S PROGRESSION (6ACTS IN ALL, 20AREAS)

ACT \ AREA	1	2	3	4
ACT 1 DESTINY	GALESBURG	JAY'S BAR		
ACT 2 THE ESCAPE	OUTPOST	DEATH VALLEY	AMURA'S ALTAR	
ACT 3 THE CHASE	CRYSTAL LAKE	LIZARD MOUNTAINS	YOMI'S CAVE	
ACT 4 A TRAP	SOUTH AMERICAN AMAZON	BAZLISK MINE FIELD	TEMPLE OF DARKNESS - HALL OF DEMONS-	SPACE OF KELBEROSS
ACT 5 LIFE OR DEATH COMBAT	PRISON OF THE DEAD	CLIFF	EAST TOWER OUTER WALL -THE NAILS OF LUKIFELL-	PLACE OF RED EXECUTION
ACT 6 THE FALL OF THE DEMON	DEATH BRIDGE	TEMPLE OF DARKNESS - HALL OF THE BRAHMANS-	TEMPLE OF DARKNESS - HALL OF JUDGEMENT-	TEMPLE OF DARKNESS -THE BLACK THRONE-

A SUPPLY OF POWER FOR THE DEFEATED

If you still have the will to continue even though you've lost all your lives, just press the start button and be on your way! You will begin your battle once again from the starting point of the area you were defeated.

● PRESS THE START BUTTON TO CONTINUE

INTRODUCTION OF CHARACTERS

RYU HAYABUSA

The hero. He was born into the ninja lineage of the Hayabusa Family. After he hears the news that his father was defeated in battle, he finds a letter his fallen father left behind. He obeys his father's will to go to America and take revenge on the enemy. But what will really become of him ?

KEN HAYABUSA

Ryu's father. Who he battled with and why he had a duel is still a mystery. Yet, althouth defeated, he left behind the secret Dragon sword and a letter for Ryu before leaving this world.

IRENE LEW

When Ryu arrives in America, he meets up with a mysterious woman in a bar. She has a tempting attractiveness about her. Nobody seems to know her name, nor anything about her.

WALTER SMITH

An archeologist. During one of his field trips, he was researching a mysterious sacred area of some ruins. He discovered something that he had never seen before that looked evil. A discovery that turned a simple reseach trip into chaos!

FOSTER

Although considered young in terms of age, he holds a powerful position in the Secret Auxiliary Unit of the CIA. He knows alot of information about the whole episode which he tells Ryu and asks for his help.

GUARDIA DE MIEUX (JAQUIO)

He calls himself JAQUIO. He is the almighty evil, determined to take over the world. He belives in the legend surrounds the evil temple at the ruins. He has taken over the temple to build an empire of evil.

"The Malice Four" are the four evil forces hand picked by JAQUIO himself. The following is a description of the four evil forces and an evil spirit that has taken the form of creature called "Kelbeross".

▶BOMBERHEAD

The Boss of Act 2. Deserted in the South Bronx, his life takes a big change for the worse. Presently, he controls the streets of New York with an iron fist as the Lord of Evil. An expert with the sickle and chain, he wields it on his prey. The Bomberhead is the vice-leader of "The Malice Four"

◀BARBARIAN

The Boss of Act 1. The first of "The Malice Four" who will cut anything to shreads that gets in it's way. Lives in the deep forest of Brazil which he uses as his hideout. The natives are scared to death of this killer. Known as the executioner of South America. He attacks his enemy by ferociously swinging a huge ax.

▲BASAQUER

The Boss of Act 3. Trained in China and master of all forms of the martial arts. He was a leader in a killers organization called the "Five Ranges of Doom", but was expelled from the organization because he was too cruel. Just the type JAQUIO was looking for, Basaquer was chosen to be a member of "The Malice Four"

◀KELBEROSS

The Boss of Act 4. Once the pet dog of JAQUIO, Kelbeross was given up as a sacrifice victim for the evil spirits. As a result, the soul of Kelbeross returns and takes the form of an evil creature as a loyal servant to protect JAQUIO.

▶BLOODY MALTH

The Boss of the bosses. A North European legend that has been passed down from generation to generation about a cursed man with the "Iron Mask of Blood" and the "Shield of Death". When he was young, he studied Eastern Philosophy and became interested in Japanese martial arts. Now he seems to be invincible with the secret fighting techniques of the Orient.

EPILOGUE

Cinema action "Ninja Gaiden" is depending on your skills to save the world. Can you do it? It is essential that you succeed! Awaiting you is an ending that you just have to experience for yourself. May the spirit of the Dragon be with you!

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) Shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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COMPLIANCE WITH FCC REGULATIONS

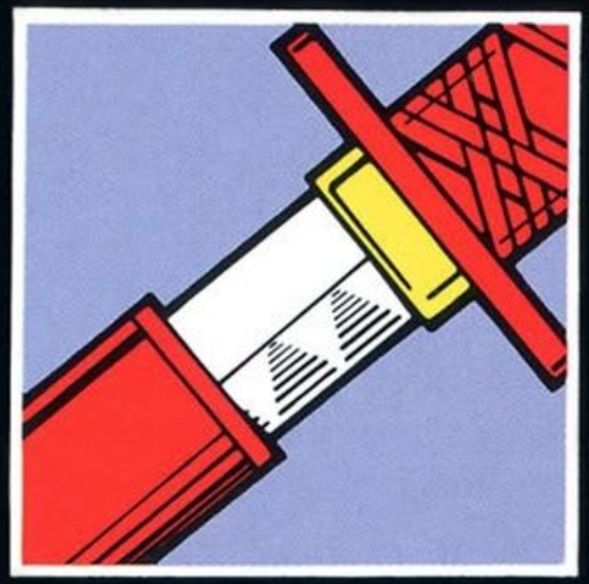
This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna

—Relocate the NES with respect to the receiver

—Move the NES away from the receiver

—Plug the NES into a different outlet so that computer and receiver are on different circuits.



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